SUMMARY OF SYSTEM COMMANDS

Event Logging Commands (Alpha keypad only)	Event Log Display = Code+[#] + 60 Event Log Print = Code + [#] +61 (Installer Only) Clear Event Log = Code + # + 62 (Installer Only)	
Wireless System Commands	House Id Sniffer Mode=Code + [#] + 2 (Installer Only) Transmitter Id Test= Code + [#] + 3 (Installer Only) Go/No Go Test=Code + 5 (Test Key)	
User Code Commands (Alpha keypad only)	Add A User Code=User Code + 8+ New User Number + New User's Code Change A Code=User Code + 8 + User Number + New User's Code Delete A User's Code=Your User Code + 8 + User Number To Be Deleted + Your Code Again View User Capability= User's Code + * + * Set Real-Time Clock (Installer, Master Only)=Code + # +63	
Arming Functions	Arming Away	Enter Code + Away [2].
	Arming Stay	Enter Code + Stay [3].
	Arming Instant	Enter Code + Instant [7].
	Arming Maximum	Enter Code + Maximum [4].
	Quick Arm	Use # Key Instead Of User Code Followed By Any Of The Above Arming Mode Keys.
(Alpha keypad only)	Global Arming	If Enabled For The User, The Keypad Will Display A Prompt. Answer The Prompted Questions
	Disarming	Enter Code + Off [1].
	Bypassing Zones	Enter Code + Bypass [6] + Zone Number. To Automatically Bypass All Faulted Zones, Use
	Quick Bypass	"Quick Bypass" Method: Enter Code + Bypass + [#].
	Chime Mode	Enter Code + Chime [9]. To Turn Chime Mode Off, Enter Code + Chime Again.
(Alpha keypad only)	Partition Goto=	User Code + * + Partition Number 0-8
	GOTO Home Partition=User Code + * + 0	
	Panics	*+1 Zone 95 (A Key) *+# Zone 99 (B Key) #+3 Zone 96 (C Key)
(Alpha keypad only)	View Downloaded Messages= Press 0 For 5 Seconds Display All Zone Descriptors=Press * For 5 Seconds Display User Self Help= Hold Any Key For 5 Seconds	
Programming Commands	Site Initiated Download=User Code + # + 1 Direct Wire Download Enable= User Code + # + 5 Enter Program Mode=Installer Code + 800 Exit Program Mode=*99 Or *98	
Scheduling Commands (Alpha keypad only)	Installer Programmed Schedule Events=Installer Code + # + 80 Temporary Schedule Editing=User Code + # + 81 (Installer, Master, Manager Only) Extend Closing Window=User Code + # + 82 (Installer, Master, Manager Only) End User Output Device Programming=User Code + # + 83	
Output Device Control (Alpha keypad only)	Activate Output Device As Programmed =User Code + # + 71 Activate Output Device As Programmed =User Code + # + 72 Activate Access Relay For Current Partition=User Code + 0 Activate Output Device Manually=User Code + #70.	

Section 25: KEYPAD FUNCTIONS

This section provides the following information:

- General information about keypad usage
- Basic keypad functions
- Global arming
- Access control
- Delaying closing time
- Executing the "Go To" command
- Viewing:
  - A user's capabilities
  - Zone descriptors
  - Downloaded messages
  - Built-in user's guide
- Speed key macro commands
- Executing #70 Manual Relay Activation mode

General Information

The keypad allows the user to arm and disarm the system, and perform other system functions, such as bypassing zones, viewing messages from the central station, and displaying zone descriptors. Zone and system conditions (alarm, trouble, bypass) are shown in the display window.

When an alarm occurs, keypad sounding and external sounding will occur, and the zone(s) in alarm will be displayed on the keypad. Pressing any key will silence the keypad sounder for 10 seconds. Disarming the system will silence both keypad and external sounders. When the system is disarmed, any zones that were in an alarm condition during the armed period will be displayed (memory of alarm). To clear this display, simply repeat the disarm sequence (enter the security code and press the OFF key).

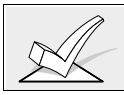
The keypads also feature chime annunciation, and 3 panic keys (for silent, audible, fire or personal emergency alarms) which can notify the central station of an alarm condition, if that service is connected.

Arming Functions

The following is a brief list of system commands. For detailed information concerning system functions, refer to the User's Manual.

Display Faulted Zones	Before arming, the system must be in the READY condition (all zones must be intact). If the "NOT READY" message appears, press the READY [*] key to display faulted zones.
Arming Away	Enter code + [2] (AWAY).
Arming Stay	Enter code + [3] (STAY). (all zones designated as zone types 4 and 10 will be automatically bypassed)
Arming Instant	Enter code + [7] (INSTANT) (same as STAY without entry delay).
Arming Maximum	Enter code + [4] (MAXIMUM) (same as AWAY without entry delay).
Disarming	Enter code + [1] (OFF).
Bypassing Zones	Enter code + [6] (BYPASS) + zone number. To automatically bypass all faulted zones, use "Quick Bypass" method: Enter code + BYPASS + [#].
Chime Mode	Enter code + [9] (CHIME). To turn chime mode off, enter code + CHIME again.

Quick Arming: Note that if QUICK ARM is enabled (field *29), the # key can be pressed instead of entering the security code, for any of the arming procedures (Away, Stay, Instant, Maximum, etc.).



User #02 must be programmed into the system in order for the Quick Arm feature to work.

SUMMARY OF ARMING MODES

Mode	Features For Each Arming Mode			
	Exit Delay	Entry Delay	Perimeter Armed	Interior Armed
AWAY	Yes	Yes	Yes	Yes
STAY	Yes	Yes	Yes	No
INSTANT	Yes	No	Yes	No
MAXIMUM	Yes	No	Yes	Yes

Global Arming

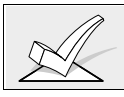
If enabled for the user, the keypad will display the following:

```
ARM ALL    ?
0 = NO , 1 = YES
```

If NO, the keypad prompts for arming each partition individually. If YES, the system attempts to arm all partitions allowed by this user. If there are any faults (open doors, windows, etc.) the keypad will display them. See notes below. These faults must be corrected or the zone bypassed before arming will occur. When faults are corrected, repeat the arming procedure.

1. When using the Global Arm feature, if there are faults in any of the selected partitions, the system will enter a summary mode in which the faulted zones of all of the selected partitions will be displayed. These faults must be corrected or bypassed (code + BYPASS + [#] will attempt to bypass the faults in all of the selected partitions). This summary mode will end in approx. 120 seconds if no keys are pressed.

2. If, when disarming the system using a Global Disarm, any of the selected partitions has a condition which would cause the keypad to beep (such as alarm memory or a trouble condition), the system will cause the keypad to beep and will enter a summary mode in which the alarm memory or trouble conditions of all of the selected partitions will be displayed. This mode will continue until either approx. 120 seconds elapses or a second disarm occurs which clears the beeping



Global arming cannot be performed from a wireless keypad or a non-alpha display keypad.

Access Control

If programmed, one relay may be used for access control in each partition. The relay is programmed in data field 1*76. To activate this relay, the user enters his user code + [0]. The relay will pulse for 2 seconds.

Delaying Closing Time

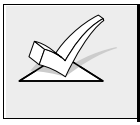
If Open/Close schedules are used, end users can manually delay closing time by extending the closing window by 1 or 2 hours. This is useful if a user must stay on the premises later than usual. The user must have authority level of manager or higher.

To extend the closing window, enter user code + **#** + **82**.

Closing Delay ? Hit 0-2 Hours

Enter the number hours, **1** or **2**, by which the end of the closing window should be extended. Note that the delay is from the scheduled closing time, not from the current time. Press [*] to accept entry and exit this mode. Press # to exit this mode without changes.

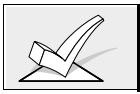
The system will send an "Access Schedule Change" message to the central station when the closing window is extended (if programmed in fields 2*13 and 2*14.



An extension of the closing window cannot be reduced once it is set. However, a 1 hour delay can be increased to 2 hours. This is to prevent the user from deleting the delay after the normal window expires, thereby missing the end of the window.

Partition "GOTO" Commands

Each keypad is assigned a default partition for display purposes, and will show only that partition's information. To see information for another partition, or perform system functions in another partition, use the GOTO command (code + [*] +partition number 0-8). The keypad will remain in the new partition until directed to go to another partition, or until 120 seconds has elapsed with no keypad activity. To return to your home partition, enter [*] + partition number **0**.



You must program data field 2*18 to enable the GOTO function. This is a partition-specific field that must be set for each partition the user wants to access from another partition's keypad

Viewing Capabilities Of A User

The keypad will display the partitions that a user is authorized for, the user number, and the authority level for all partitions authorized. Enter code + [*] + [*]. The user's capabilities in each authorized partition will typically be displayed as follows:

Part. 1 A0 * WHSE User 01 Auth.=1G.

The user's Open/Close report capability is shown by the dot following the authority level. If Open/Close is not enabled for a user, the dot will not appear.

Viewing Zone Descriptors

The Alpha Keypads can display all programmed descriptors, which is useful to the installer when checking entries, and can be helpful to the user when there is a need to identify zones. ***To display descriptors, the system must be disarmed and ready to arm.*** Press and hold the READY key until the built-in instructions for that key appear, then release the key. The zone descriptors will appear one at a time, for about 2-3 seconds each. For faster viewing, press the READY key to display the next descriptor in numerical order and so on. When all descriptors have been displayed, the control will exit display mode. To exit display mode before all descriptors have been displayed, enter the security code and press the OFF key.

Viewing Downloaded Messages

Users may occasionally receive a message from their installation company displayed on an alpha keypad. When this occurs, the keypad will display "Message. Press 0 for 5 secs.". Instruct the user to press and hold the 0 key to display the central station's message. Note that the system must be in the READY state to view these messages.

Using The Built-In User's Manual

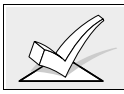
An abbreviated User's Manual is stored in the system's memory, and can be particularly useful to the end user if the printed User's Manual is not conveniently accessible when the user needs to perform a seldom used and unfamiliar system procedure. The Built-in User's Guide is displayed only on an alpha keypad by simply pressing any of the function keys (e.g., OFF, AWAY, STAY, MAXIMUM, BYPASS, INSTANT, CODE, TEST, READY, #, and CHIME) for approximately 5 seconds and then releasing it. Abbreviated instructions relative to the key that has been pressed will then be displayed (2 lines of text are displayed at a time). This function operates in either the armed or the disarmed state.

Panic Keys

There are three panic key pairs (shown below) that, if programmed, can be used to manually initiate alarms and send a report to the central station. Each key pair can be individually programmed for 24 Hour Silent, Audible or Auxiliary (Emergency) responses, as well as Fire. The panic function is activated when the appropriate key pair is pressed at the same time.

The panic functions are identified by the system as follows:

PANIC	Displayed as Zone	
[*] [1]	95	For alpha keypads, these panic keys can also be programmed with an alpha descriptor.
[#] [3]	96	
[*] [#]	99	



For the Panic functions to be of practical value, the system must be connected to a central station.

Speed Key [D] (Macros)

The "D" key can be used to activate a string of up to 16 keystrokes. These keystrokes are known as a macro and are stored in the system's memory . Each partition may have its own macro. Typical Speed Key functions include:

- Arming sequences that involve first bypassing certain zones before arming.
- Seldom used but repeatable sequences.
- Relay activation sequences.

To program a macro, enter your user code + [#] + [D]. The following appears:

ENTER SPEEDKEY "D"
existing sequence displayed

Enter up to 16 keystrokes. A speed key sequence can include different commands. Press the "D" key to separate different commands. For example, you may want to perform the following sequence.

Desired function	Keystrokes
GOTO partition 2	Enter *2
Bypass zones 10 & 11	Press bypass [6], then the zone numbers 10 & 11
Arm in maximum mode	Press maximum [4] key
Return to partition 1	Enter *1

To program that speed key sequence, type the following :

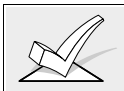
*2 D 61011 D 4 D *1 D D

Note that the "D" key is pressed after the "2," the last "1" and the "4," separating the different commands. Press "D" twice to complete the entry and exit.

To execute a speed key sequence, press the "D" key. The following appears:

ENTER USER CODE ****

Enter your user code. The programmed speedkey sequence will begin automatically.



When defining speedkey sequences, do not use the [#] key to represent Quick Arming. The system uses the code entered in response to the prompt to initiate commands in a speedkey sequence, so the quick arm key is unnecessary. The system interprets the use of the [#] key in a speedkey sequence as its designated function only (e.g. #2 is not interpreted as arm in away mode, but rather as enter house ID sniffer mode).

Manual Relay Activation Mode (#70 Mode)

The system allows users to manually activate relays/X-10 modules by keypad command using either the keypad or a telephone keypad (if VIP module is used). The user will be prompted (either by keypad alpha display or telephone voice module).

To activate relays from a keypad, enter 4-digit security code + [#] + **70.**

To activate relays using a telephone and VIP module, first dial the 2-digit phone access code. When the system acknowledges the access, enter 4-digit security code + [#] + **70**. The following prompts/voice responses will begin.

ENTER DEVICE NO. 00=QUIT 01	**Voice:** "ENTER DEVICE CODE NOW"
	Enter the 2-digit number of the relay/X-10 module to be activated.
nn DEVICE IS OFF HIT 0=OFF , 1=ON	**Voice:** "*voice descriptor* DEVICE nn ON/OFF. FOR *voice descriptor* ON ENTER 1, FOR *voice descriptor* OFF ENTER 0"
	Press **0** or **1** to turn the device off or on respectively. "nn" represents the 2-digit relay/X-10 module number and *voice descriptor* is the relay voice descriptor programmed by the installer (see relay descriptor programming section).
nn DEVICE IS OFF HIT THE "*" KEY	**Voice:** "*voice descriptor* DEVICE nn ON/OFF. TO EXIT ENTER 00 NOW"
	From a keypad, press * to continue. The ENTER DEVICE NO. prompt will appear. From a telephone keypad, enter **00** to exit, or enter the next relay number to be programmed. The current on/off state of that relay will be annunciated as described above. Alternatively, if 6 seconds elapses with no key depression, the voice module will annunciate the "ENTER DEVICE CODE NOW" message.